

**CLAIMS**

1. A virtual card gaming system comprising:  
a processing unit;  
5 a plurality of player screens connected to the processing unit; and  
a touch sensing unit associated with each player screen, wherein  
playing cards displayed on the player screens are adapted for graphical  
manipulation in response to continuous touch movements detected through the  
touch sensing units, the manipulation comprising a three-dimensional representation  
10 so as to at least partially reveal the playing cards from a face down representation.
2. The system according to claim 1, wherein the processing unit generates an  
imaginary elongated member for mapping a portion of the playing cards where the  
continuous touch movements acted thereon, which member perpendicular to a  
15 direction of the continuous touch movements.
3. The system according to claim 2, wherein the imaginary elongated member  
is a imaginary cylinder.
- 20 4. The system as claimed in any one of the preceding claims, wherein each player  
screen is divided into a set of functional areas, and the processor processes  
touches detected through the touch sensor units based on the functional area in  
which the touch was detected.
- 25 5. The system as claimed in claim 4, wherein the set of functional areas  
comprises a playing cards area.
6. The system as claimed in claims 4 or 5, wherein the set of functional areas  
comprises a chip holding area and a betting area.
- 30 7. The system as claimed in claim 6, wherein the processor instructs the  
removal of a chip from display in the chip holding area and display of the chip in the  
betting area as a result of a single touch detected in the chip holding area through  
the touch sensor unit, followed by a touch detected in the betting area.

8. The system as claimed in claim 7, wherein the processor instructs the removal of another chip of the same value from display in the chip holding area and display of the chip in the betting area as a result of a subsequent single touch  
5 detected in the betting area.

9. The system as claimed in any one of the preceding claims, wherein the system further comprises a dealer screen connected to the processor unit for displaying shuffling of a stack of cards and dealing of cards to the player screens.  
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10. The system as claimed in claim 9, wherein a touch sensor unit associated with the dealer screen facilitates the dealer screen to function as a user interface to the processor unit.

11. The system as claimed in any one of the preceding claims, wherein the system further comprises a sound unit for providing an audio signal under the control of the processor unit, and the processor unit is capable of manipulating the audio signal based on signals from the touch sensor units.  
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12. The system as claimed in any one of the preceding claims, wherein the system further comprises a payment unit, and the processor unit accounts transactions of each player.  
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13. The system as claimed in claim 11, wherein the payment unit comprises one or more of a group comprising an electronic funds transfer machine, a notes reader and a secure cash box.  
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14. The system as claimed in any one of the preceding claims, wherein the system is operable under an automatic mode without a human controller.  
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15. The system as claimed in any one of claims 1 to 13, wherein the system is operable under a semi-automatic mode with a human controller.

16. The system as claimed in any one of claims 1 to 13, wherein the system is manually controllable by a human controller.

17. A computer readable storage medium having stored thereon code means for instructing a computer to execute a method for conducting a virtual card game, the method comprising displaying playing cards on a plurality of player screens each comprising a touch sensor unit associated therewith, and graphically manipulating the displayed cards in response to continuous touch movements detected through touch sensor units.

18. A method of graphically manipulating playing cards displayed on a touch screen in response to continuous touch movements detected through the touch screen, so as to at least partially reveal the playing cards from a face down representation, the method comprising:

generating an imaginary elongated member, the member being perpendicular to a direction of the continuous touch movements; and graphically mapping a portion of the playing cards, where the continuous touch movements acted thereon, on the imaginary elongated member.

19. The method according to claim 18, wherein the imaginary elongated member is an imaginary cylinder.